TOMB RAIDER™

UNDERWORLD

TEEN
T
CONTENT RATED BY ESRB

CRYSTAL DYNAMICS

eidos

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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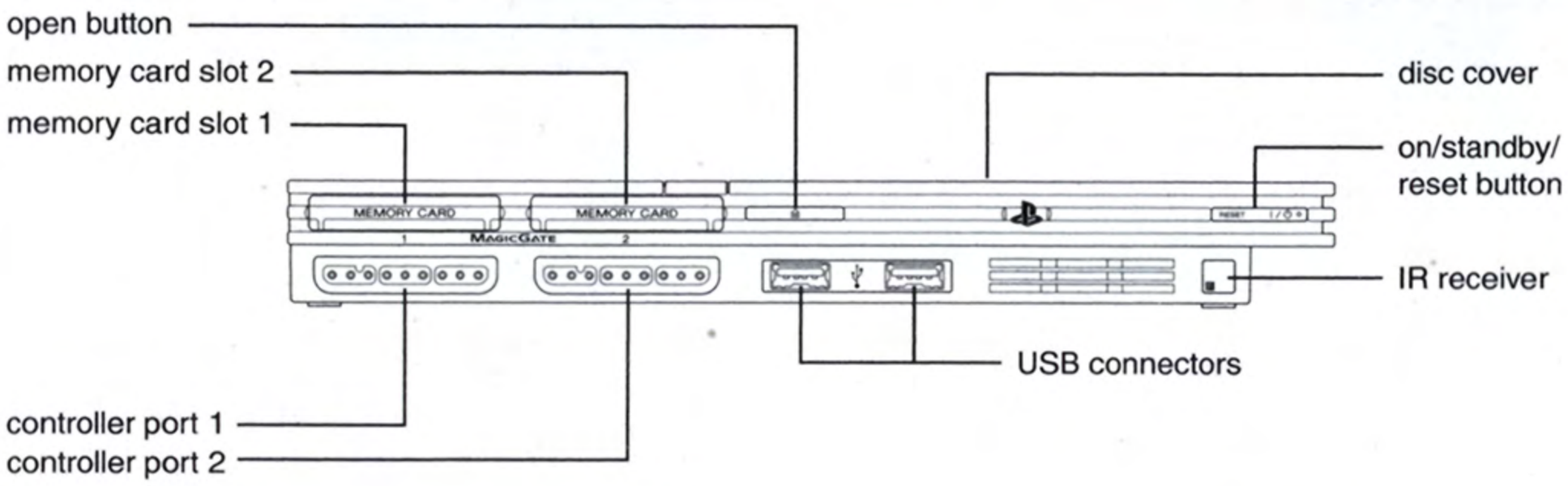
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *TOMB RAIDER: UNDERWORLD* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

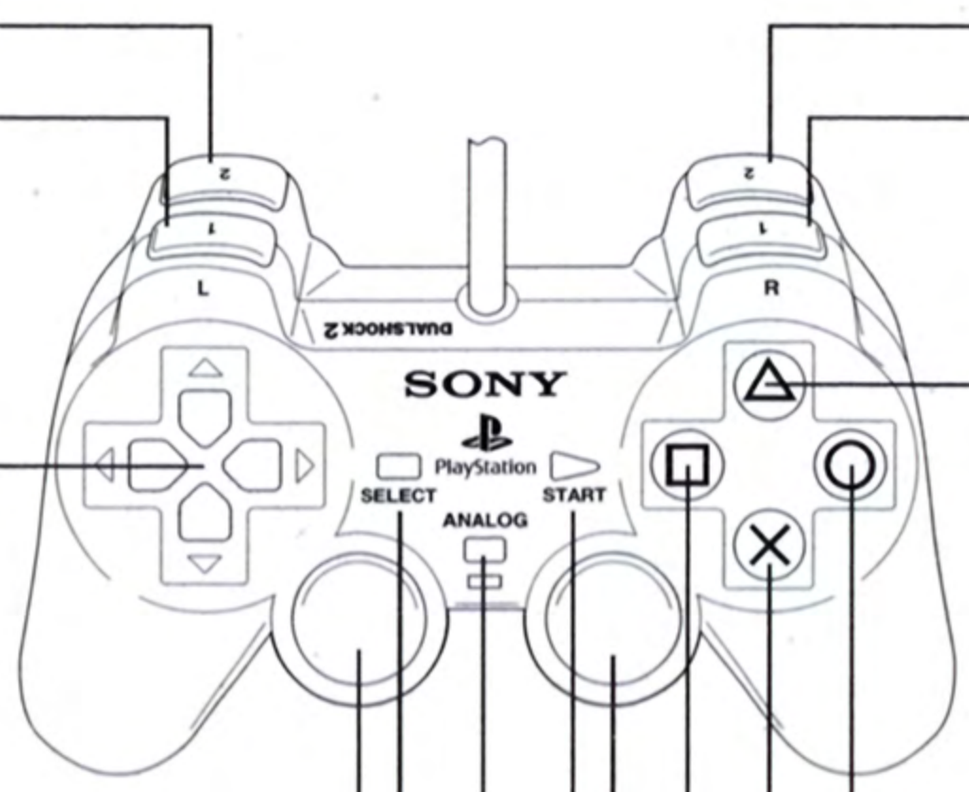
MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system.

You can load saved game data from the same memory card or from any memory card containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



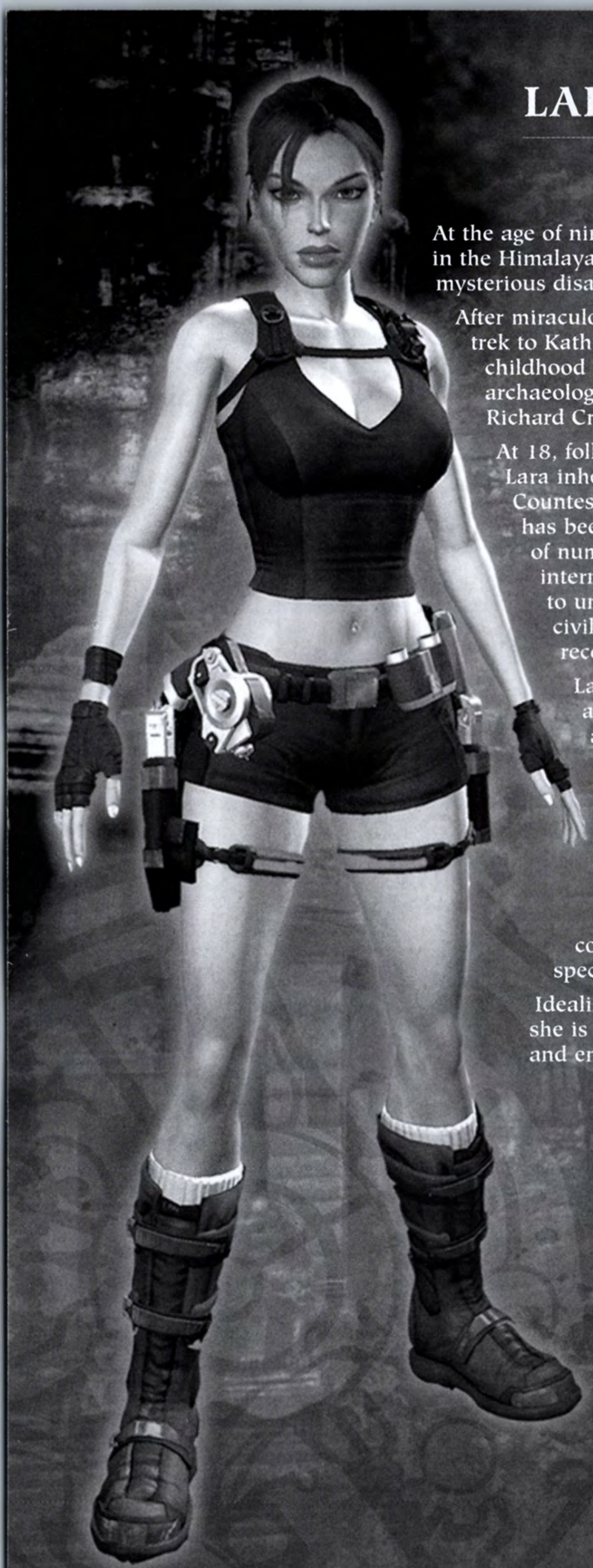
L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1.

You can turn the controller's vibration function on/off from the Options Menu.
When vibration is on, the controller vibrates in response to game events.

NOTES

- This title autoloads saved data on boot up.
- This title does not support the digital controller.



LARA CROFT

At the age of nine, Lara survived a plane crash in the Himalayan Mountains that led to her mother's mysterious disappearance.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, the late Earl of Abbingdon, Richard Croft.

At 18, following the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of numerous archaeological sites of international significance in her efforts to uncover the secrets of the ancient civilization that underlies all officially recorded history.

Lara Croft has been hailed as both an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, further adding to the fog of mystery that surrounds her life and work. Consequently, Lara continues to be the focus of wild speculation and intense debate.

Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

GAME CONTROLS

CONTROLLING LARA

left analog stick	Walk / Jog / Run Climb up / down / left / right Shimmy left / right
right analog stick	Rotate camera
R3 button	Reset camera behind Lara
⊗ button	Jump
◎ button	Crouch (walking) / Roll (running) / Drop from ledges (climbing) / Release held object
△ button	Interact: Pick up object / Safety grab (prevent Lara from falling off ledges or losing her balance) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)

OTHER BASIC CONTROLS

□ button	Fire grapple
△ button	Pull grapple line (when connected)
◎ button	Retract grapple (if connected)
START button	Pause Menu
SELECT button	PDA Menu

- Lara's utility light will turn on/off automatically when necessary.

FLAIR MOVES

- Pressing the ⊗ button and then quickly pressing the ◎ button causes Lara to perform a swan-dive.
- Pressing the ⊗ button while Lara is rolling (non-combat) causes her to perform a somersault.

SWIM CONTROLS

left analog stick ⬆	Swim in direction camera is pointing
left analog stick ⬅ / ➡	Turn left / right
right analog stick	Rotate camera
⊗ button	Swim upward
◎ button	Dive

- When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects her Health level; she must surface for air or risk drowning.

PORTABLE OBJECTS

Lara will find objects that she can pick up and carry in her hand or arms throughout her adventures. These can be used in a variety of ways.

When Lara is close enough, she can pick up objects by pressing the △ button.

- Press the ◎ button to place the object on the floor.
- Press the R2 button to throw the object.

CHIMNEY JUMP

Lara can perform an athletic chimney jump when two suitable opposing walls are close enough for her to jump from one to the other.

- Jump toward a wall by pressing the ⊗ button.
- When Lara connects with the wall, quickly press the ⊗ button. Lara will jump back off the wall.
- Press the ⊗ button repeatedly to have Lara bounce upward between the walls.

NOTE: A single jump off a nearby wall can allow Lara to grab onto ledges or poles she wouldn't be able to reach directly.

THE GRAPPLE

Lara can use her grapple in a number of different ways: to attach to moveable objects and drag them toward her, to swing across gaps, and to climb up and down.

Once attached to a grapple point, Lara can either pull on the point that the grapple is attached to, or bend the grapple line around objects and then pull on the object around which the grapple line is bent.

BASIC GRAPPLE

- Stand facing a suitable ring and press the ▢ button to connect the grapple line.
- Press the △ button after connecting to pull the grapple line.
- Press the ○ button to detach and retract the grapple line.

GRAPPLE RAPPEL

The grapple can also be used to allow Lara to climb up or down walls and cliffs. Attach the grapple as usual, and then:

- To rappel down, move Lara off the platform she's on by walking or jumping her over the edge.
- To climb up, position Lara under the grapple point and press the ✕ button to hang from the grapple line.
- Hold the △ button and move the left analog stick ↑ / ↓ to move Lara up / down.

GRAPPLE WALL RUN

Lara can use the grapple on a wall-mounted ring to run along the wall itself.

- Attach the grapple as usual, and then swing her left/right with the left analog stick.
- To jump away from the wall, move the left analog stick in the direction you want to jump, and press the ✕ button.

COMBAT

COMBAT CONTROLS

L1 button	Draw weapon(s)/Lock camera onto target (enemies and shootable objects)
R1 button	Fire weapon(s)
R2 button	Throw grenade

DUAL TARGETING

When Lara is faced with two or more enemies, press the R1 button and move the left analog stick to have her fire upon two enemies (when it is possible for Lara to do so).

COMBAT MOVEMENT CONTROLS

Hold L1 button:	
+ left analog stick + ⊗ button	Somersault forward / back / left / right
+ left analog stick + ◎ button	Multi-directional roll

ADRENALINE

Sudden, dangerous situations automatically trigger Lara's Adrenaline. In this mode, time slows down and Lara's responses are heightened.

- When Adrenaline is activated, use the standard controls to avoid danger.

HEALING LARA

Lara's health will automatically regenerate after she has taken damage from falling or during combat.

FIELD ASSISTANCE

If you get stuck in any section of the game and cannot progress in the adventure, you will always have access to Field Assistance:

- Press the SELECT button to activate Lara's PDA.
- Select *FIELD ASSISTANCE*.
- Press the ⊗ button to see what to focus on (hint).
- Press the R1 button to see what to do (task).

ALL-TERRAIN MOTORBIKE

Lara can use a powerful high-performance motorcycle that can be adapted for use across different terrains.

- Press the △ button to mount or dismount the vehicle.
- Use the left analog stick to steer.
- Press the L1 button to accelerate.
- Press the R2 or L2 button to brake.
- Press the L2 button to reverse.
- Press the R2 button and use the left analog stick to perform a Quick Turn.
- Press the R1 button to fire the weapon mounted on the motorbike.

FAST START

To perform a fast start:

- Hold the R2 button to brake.
- Press the L1 button to rev the engine.
- Release the R2 button.
- To perform a stationary quick-turn, repeat the steps and steer hard left or right.

PDA

Activate Lara's PDA by pressing the SELECT button.

AREA INFO

Area Info reports the number of Treasures you have found in the area you are currently exploring.

INVENTORY

View information on the items in Lara's inventory, including essential equipment, weapons, and key objects currently in her backpack.

FIELD ASSISTANCE

If you need help, access *FIELD ASSISTANCE*, where you can get a hint or a more explicit task that will help you progress.

REVISIT LOCATION

Complete the adventure to unlock this option and allow Lara to collect any important items she might have missed on her first visit.

TREASURES

There are various Treasures in *TOMB RAIDER: UNDERWORLD* to be discovered and collected.

- You can revisit a location you have previously visited to search it for any uncollected Treasures. To do this, use the *REVISIT LOCATION* option in Lara's PDA.

SAVING & LOADING

SAVING THE GAME

Every level in the game has a number of checkpoints to pass. When Lara passes a checkpoint, the word CHECKPOINT appears on-screen.

To save your progress:

- Press the START button to open the Pause Menu.
- Select *SAVE GAME*.
- Highlight a slot to save into (or overwrite), and press the ⊗ button.

IMPORTANT: There is no automatic save when you leave the game. However, if Lara loses all health and dies, she will automatically restart at the last checkpoint passed, regardless of whether you have saved the game at that point. If you quit a game without saving, you will lose all progress made since the last saved checkpoint.

LOADING THE GAME

If you have a game in progress and data saved, the *START GAME* option in the Main Menu will be replaced by *RESUME GAME*.

- Select *RESUME GAME* to resume your latest save or *LOAD GAME* to choose a separate save.

Note that the save file most recently made becomes your current save and will be selected when you choose to *RESUME GAME*, even if this does not represent the furthest progress you've made in the game.

You can also load any game from within the Pause Menu by choosing a save slot (save details appear on-screen for each save slot).

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Amanda
Kath Soucie

Natla
Grey DeLisle

Zip
Alex Désert

Alister & Mercenary
Greg Ellis

Winston
Alan Sherman

EIDOS LIMITED WARRANTY

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This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including, without limitation, any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Eidos. If any such warranties are incapable of exclusion, then such warranties applicable to an Eidos software product are limited to the 90-day period described above. In no event will Eidos be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of an Eidos software product, including damage to property, and to the extent permitted by law, damages for personal injury, even when Eidos has been advised of the possibility of such damages. Some jurisdictions do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, Eidos' liability shall be limited to the fullest extent permitted by law.

WARRANTY CLAIMS & PRODUCT SUPPORT

For warranty claims and product support, please contact us at support.eidosinteractive.com (or www.eidosinteractive.com) or (650) 421-7670. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies, or codes.

To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing, the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard, Suite 100
Redwood City, CA 94063

Register online at
www.eidosregistration.com

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